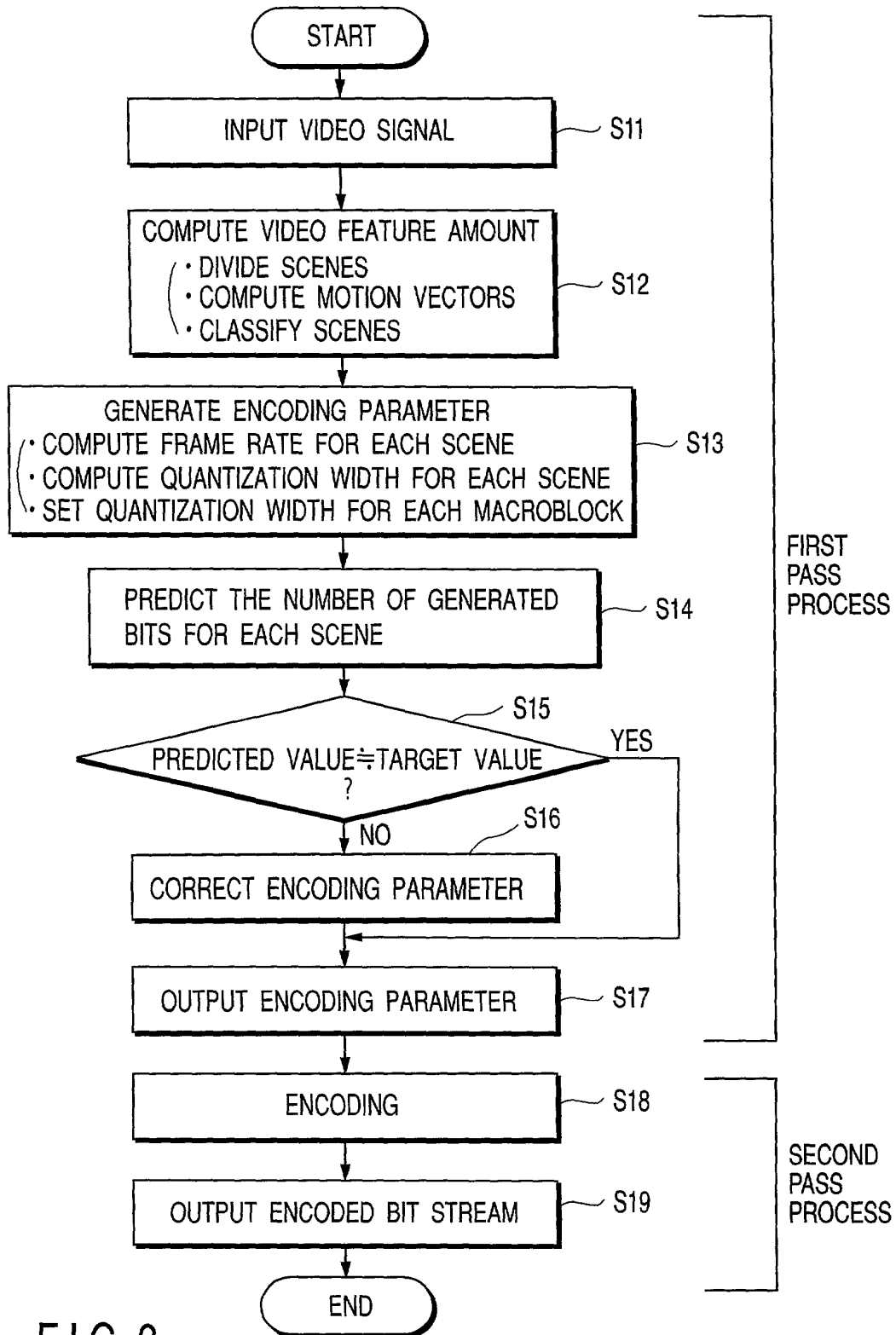


FIG. 1



DETERMINATION SCENE SEPARATION

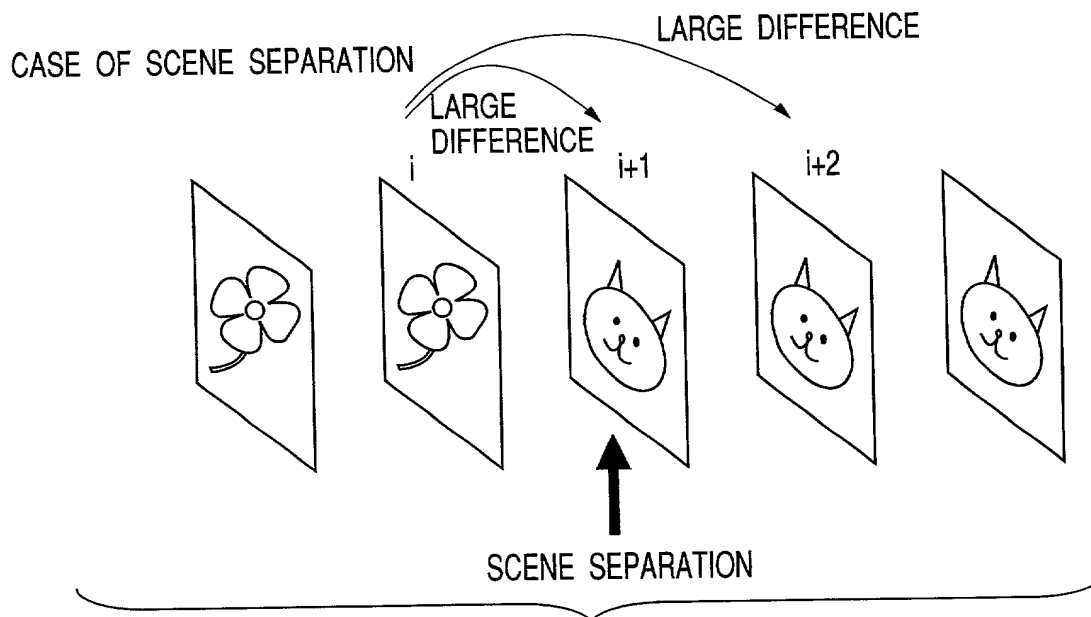


FIG. 3A

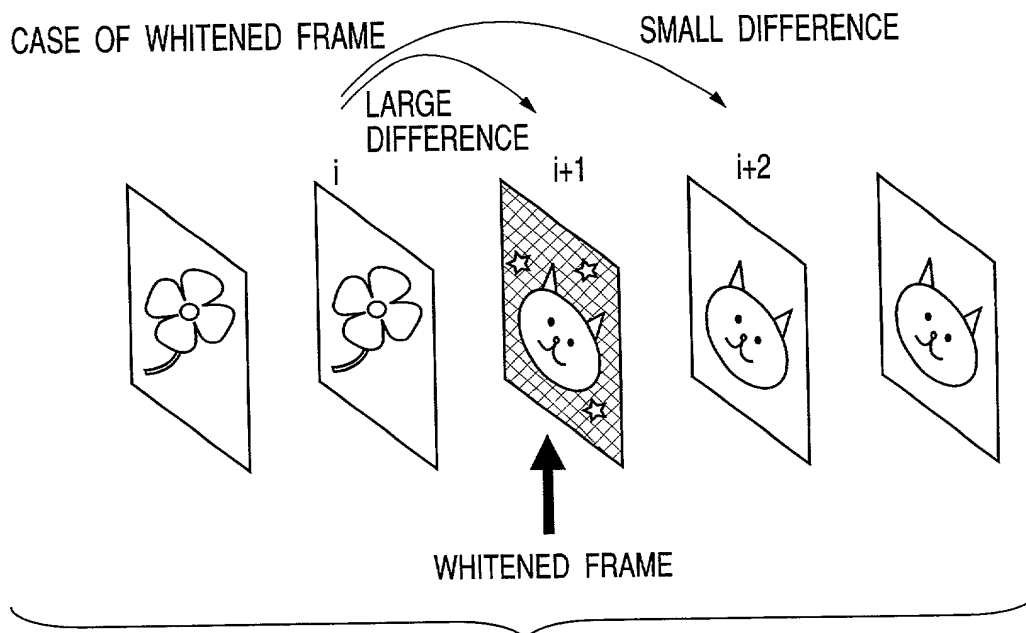


FIG. 3B

FEW MOTION VECTORS

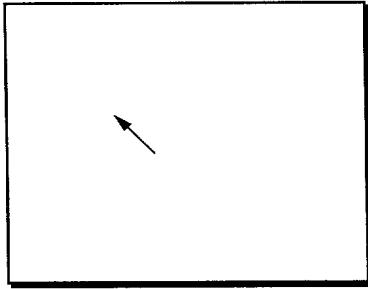


FIG. 4A

MOTION VECTORS OF THE SAME
DIRECTION AND MAGNITUDE ARE
DISTRIBUTED ALL OVER SCREEN

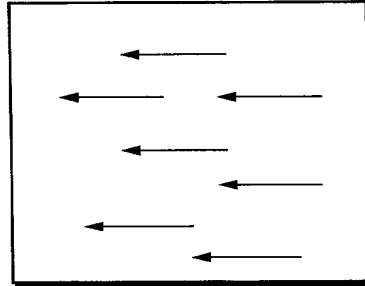


FIG. 4B

VECTORS APPEAR ONLY IN
PARTICULAR PORTION OF FRAME

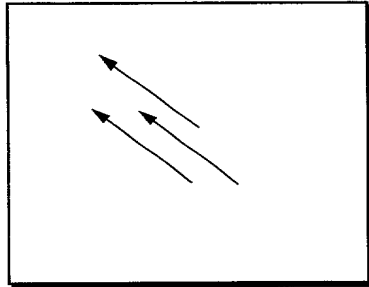


FIG. 4C

VECTORS ARE RADIALLY
DISTRIBUTED WITHIN FRAME

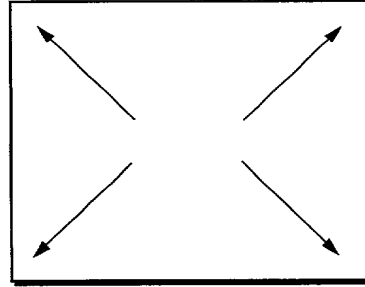


FIG. 4D

MANY MOTION VECTORS RUN IN
DIFFERENT DIRECTIONS WITHIN FRAME

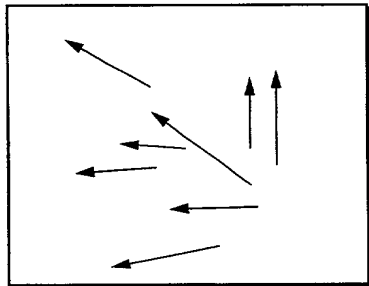


FIG. 4E

DETERMINATION OF MACROBLOCK IN WHICH
MOSQUITO NOISE IS LIKELY TO OCCUR

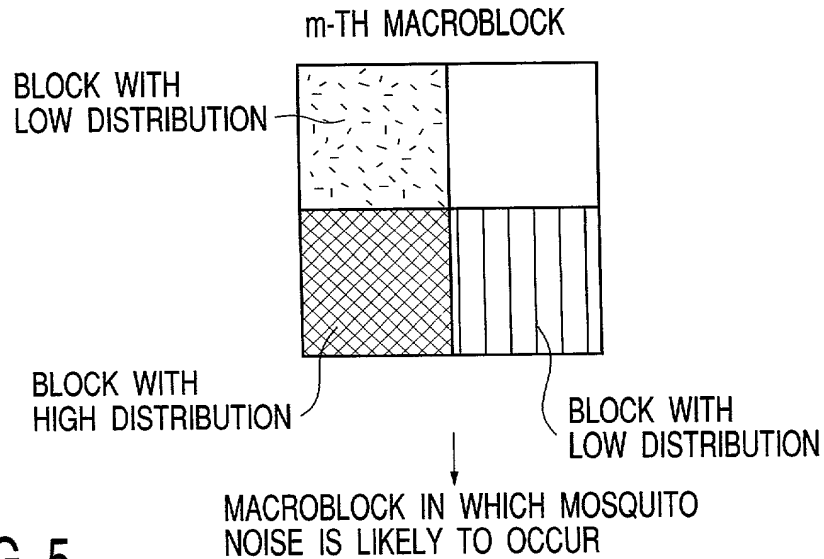


FIG. 5

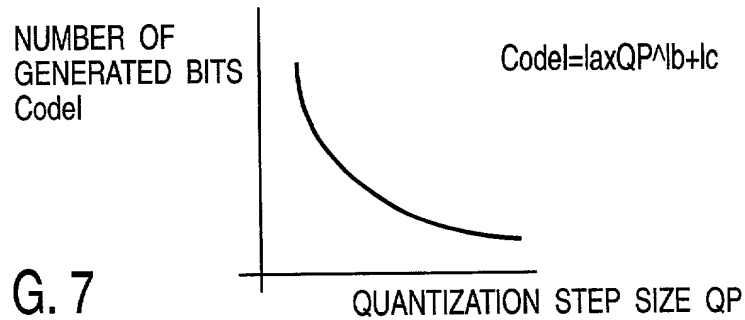


FIG. 7

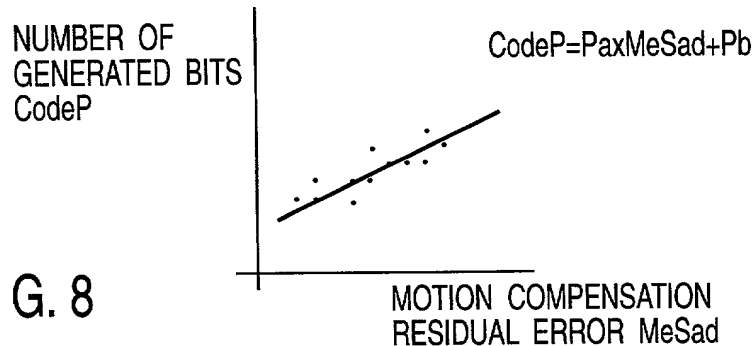


FIG. 8

AVERAGE BIT RATE
FOR SCENES

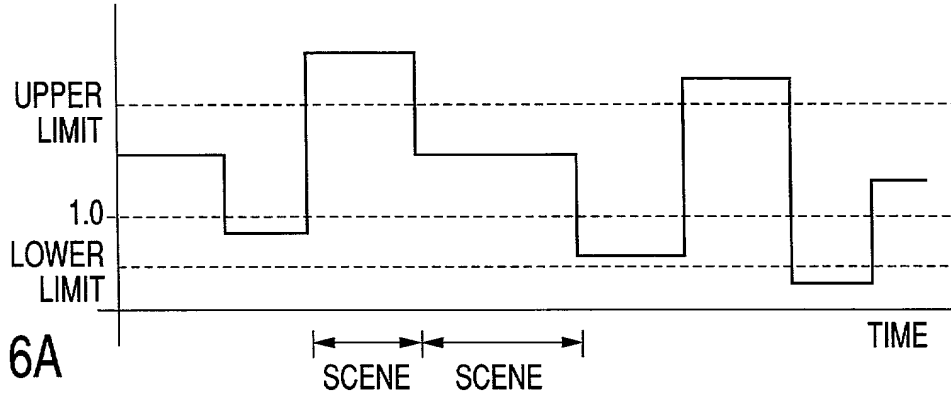


FIG. 6A

AVERAGE BIT RATE
FOR SCENES

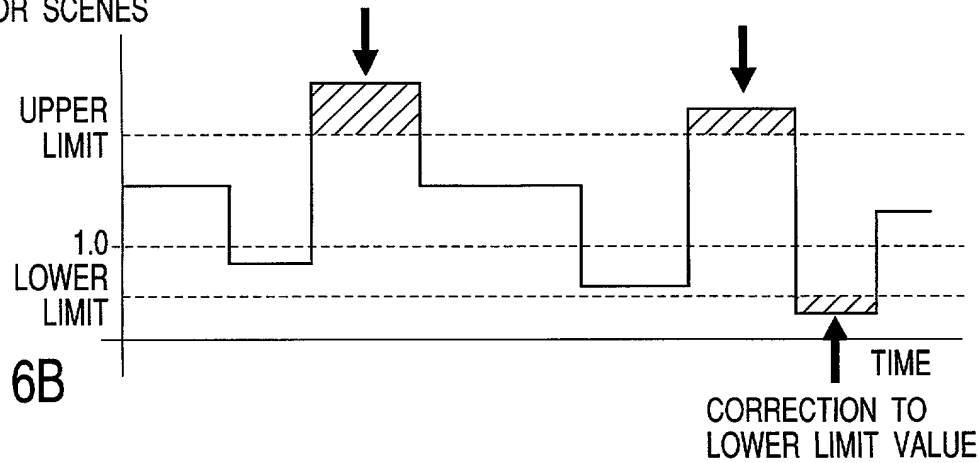


FIG. 6B

AVERAGE BIT RATE
FOR SCENES

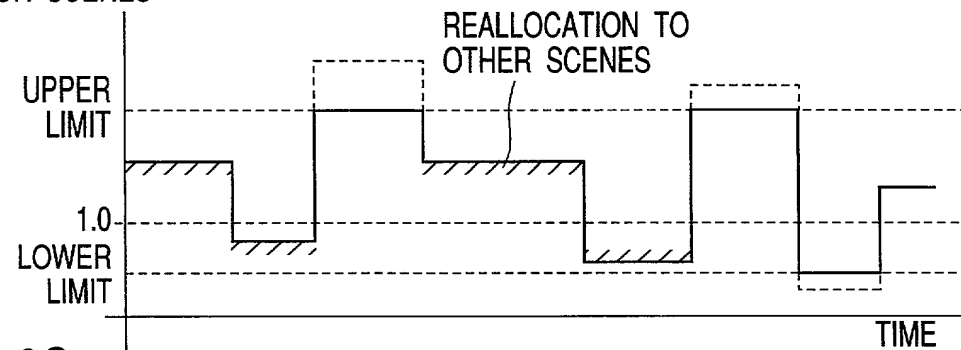


FIG. 6C

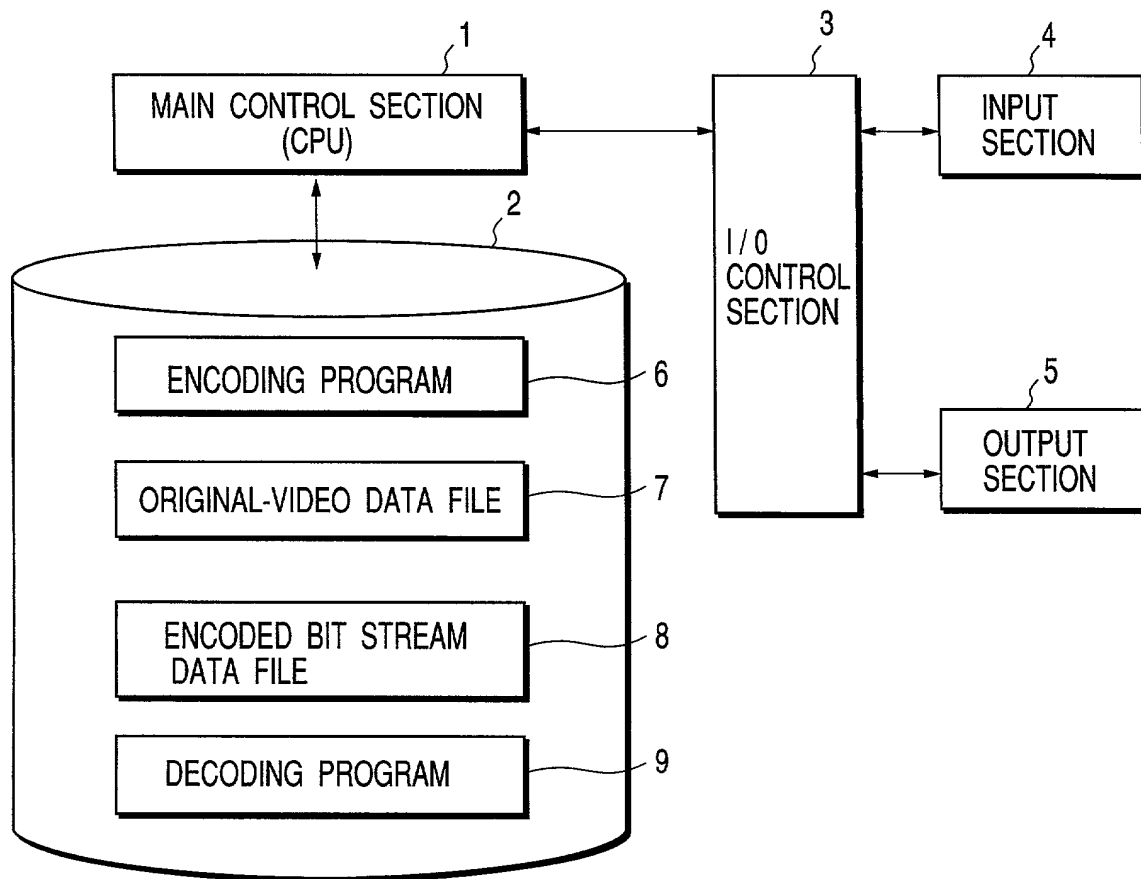
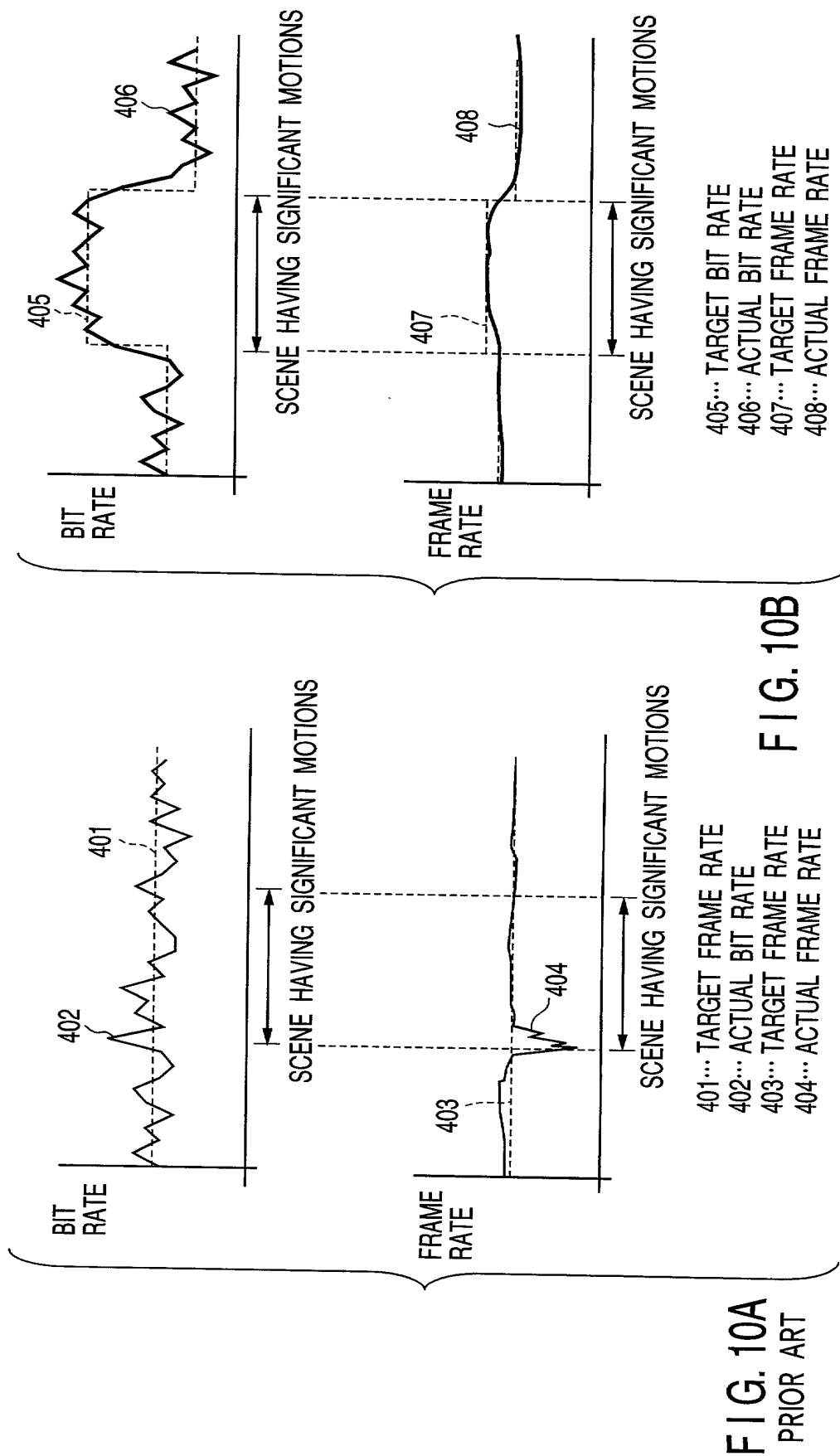


FIG. 9



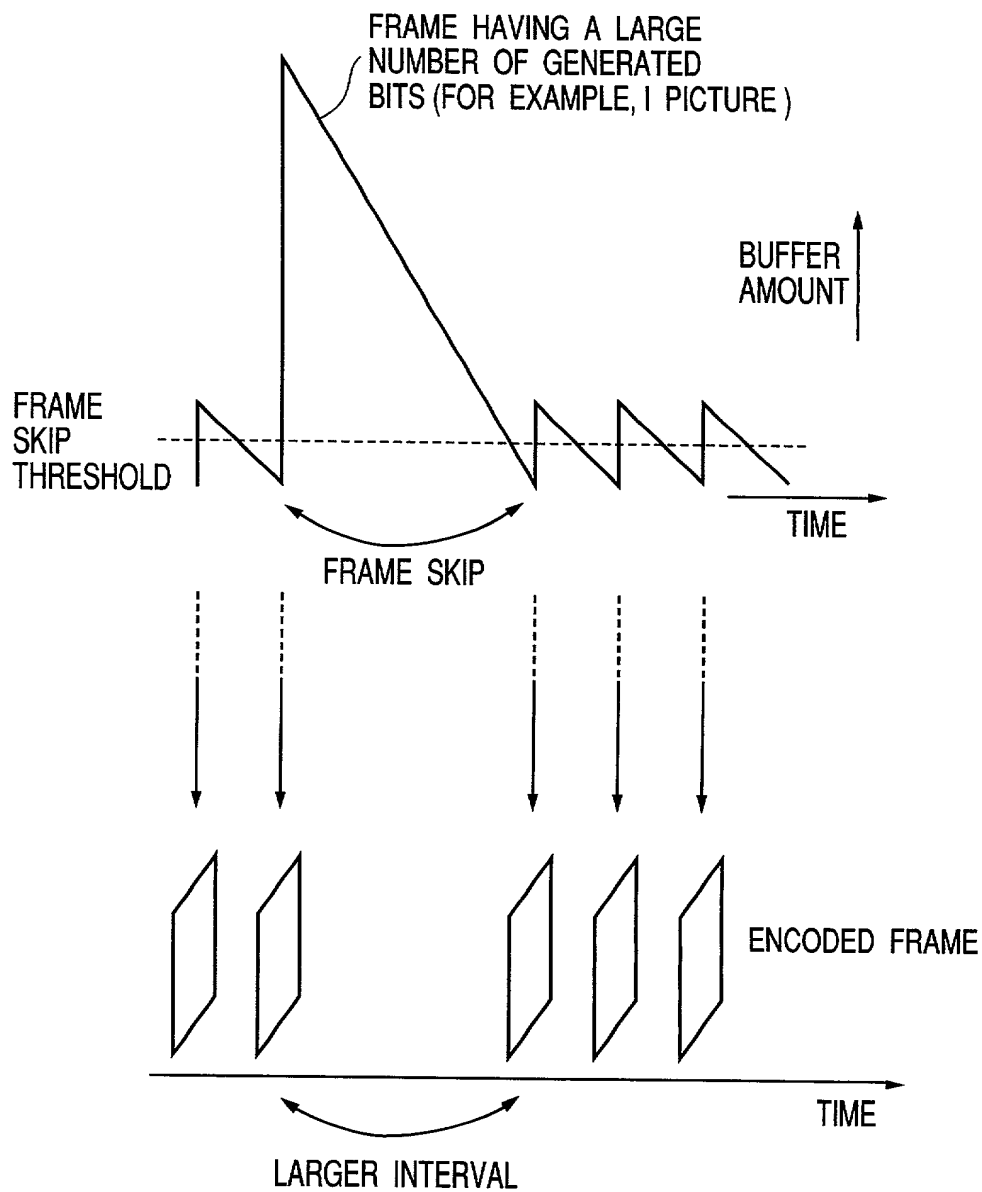


FIG. 11 PRIOR ART